

**Job title:** 3D modeller / environment artist

**Location:** Remote working from home or our Stevenage office

**Salary:** To be agreed

Agility3 are looking for a talented and enthusiastic 3D artist or generalist to help create realistic environment, props and vehicle models for existing and forthcoming projects. Candidates must be able to work efficiently using available photographs and 3D data to create models accurately depicting real-world features.



## What you will be doing:

You will be using 3D modelling tools such as 3D Studio Max or Maya to create efficient models of real-world environments or vehicles based on source 3D and photographic data. You will use the Substance suite along with Photoshop to create eye catching, realistic PBR materials and use your UV mapping skills to apply the textures to 3D models for use in Unity, UE4 or in a 3<sup>rd</sup> party simulation. You will also be asked to do tasks within Unity or UE4 such as lighting, foliage painting and vertex painting.

You will be working under the supervision of our Graphics Manager and Visualisation Director and your models will be created in accordance with our modelling standards and conventions. You will be expected to quickly understand the high level project requirements and work to a predefined schedule. Specific training for the role will be provided at the start and further training opportunities will be available throughout your work. Work is largely home-based but occasional travel to the Stevenage office may be required.

## About you:

### Essential:

- You can demonstrate expertise in the use of 3D modelling tools, preferably 3D Studio Max or Maya, to create efficient 3D models.
- You have an eye for detail, you understand what makes 3D models appear realistic and true to life, and can demonstrate an ability to create accurate models that replicate real-world objects and environments.
- You have experience developing for a real-time render engine, preferably Unity or UE4.
- You have expertise with photo-editing tools, in particular Adobe Photoshop and can create efficient textures.
- You have good working knowledge of Substance Painter and can create and export nice textures to work with a PBR workflow in either Unity/UE4.
- You can demonstrate an understanding of real-time 3D rendering and the features of 3D models designed to work efficiently in a real-time simulation environment.
- You have at least 12 months experience working in a commercial business.
- You are enthusiastic with a strong work ethic and able to work to tight deadlines.
- You are able to conduct research and gather information, references and data to support your modelling activities.
- You proactively seek constructive feedback and are happy working to predefined processes and standards.

### Desirable:

- You have an interest in simulation, computer games and games development and Virtual Reality.
- You have experience with optimisation techniques for Unity or UE4 to achieve appropriate frame rates.
- You are familiar with lighting techniques in Unity or UE4.
- Experience using Substance Designer and/or Alchemist.
- You have a technical background with the ability to grasp new software packages and techniques.
- You have a willingness to come up with new ideas and suggest ways to improve our processes.

To apply for this role please email your CV along with a link to your portfolio to [david.turner@agility3.co.uk](mailto:david.turner@agility3.co.uk).

## About Agility3:

We are a small team with a passion for modelling and simulation. We provide 3D visualisations and content for simulations, interactive 3D applications and VR experiences. For more information, please visit [www.agility3.co.uk](http://www.agility3.co.uk). We offer various benefits such as private healthcare, flexible working hours and a flexible work from home/office policy which enables you to work in a way that suits you.